

LIBERTERREAN 81

Quotes from the LIBERTERREAN:

"Human beings were invented by water as a device for transporting itself from one place to another." --Tom Robbins

Well, I'm a week late returning from my fun vacation. Amtrak is a fun way to travel, but it's not fast. The Feather River canyon and California Sierra provided beautiful views. Just as we past Reno, NE I became deathly ill and threw up all over one of the restrooms. I lay down with a blanket and sweated for 2 hrs after which I completely recovered. I was very feverish, but I guess it was only motion sickness (which I never get!) or a 3-hr virus. People were friendly and it was easy to talk to others on the train. The couple in front of us met and made very good friends on the train. All the first night they played at kissing and hugging. She got off at Ogden and got her mother to drive slowly by the train to show her her new-found friend. But he was already busy making a new friend and didn't notice her waving at the train.

I have a couple of myths to dispel. There are no Rocky Mtns--at least not by the route we took. From eastern Utah thru southern Wyoming to Denver, there is only rolling high plains with lines of antelope on the slopes watching the train go by. After Denver, the view became more interesting to me. The world is paved with corn [!] from Denver to Chicago. As far as the eye can see for 15 miles on both sides of the train. Occasional towns and patches of soybeans are scattered about. I never imagined so much corn in all my life. We were on our way to Ontario, WI, but we had a night lay-over in Chicago. We have a friend who is the editor of the "Forum" section of "PLAYBOY" magazine. He and his wife put us up for 2 nights (another layover on the way to Dallas). His name is Bob Shea, and he's a very good friend to have in a strange city. I liked Chicago much better than I thought I would. It makes San Jose look like a dump. In Ontario we stayed for a day with Walter Blank [of LIBERTERREAN fame]. He and his friends showed us great hospitality and he is a fun and exciting person to visit with. He even showed us what rain looked like with a 1-hr shower [about a year's worth of rain in California!]. The country is very beautiful there [we saw no prettier], but Walter can't

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August 22, 1977

find many FTF players for the games we all enjoy playing. I recommend anyone in the area of southwest Wisconsin to contact him for a game if you're ever in the area.

NOTICE:

I have a postcard from William Clumm. He says he'll resume publishing in October 1977, and that his personal difficulties should be cleared up by next summer. Let's hope so!

GEN CON WEST 77 will be September 3-5, 1977 at the Villa Hotel, San Mateo, CA. In spite of the omission on the announcement, there will be a Diplomacy tournament. \$2 entry fee, all of which will be used for prizes for the top 3 players [gift certificates which are redeemable with any booth at the convention.

Advanced registration is \$6; \$7 at the door for the whole weekend. Or \$3 if you show proof of Villa Hotel registration. Make checks payable to: Outpost Hobbies, Box 4042, Foster City, CA 94404. Phone: [415] 573-6747.

NEW DIPLOMACY GAMES:

I have one person signed up for the "all-attorney" game. I also have requests for assignment from 5 or 6 other players. I'll open that game next issue.

"C-77" is now ready to go:

Austria: Craig Anderson, 6924 Larsen Lane
Shawnee, KS 66203
England: David Mueth, 202 Lucerne Ave.
Lake Worth, FL 33460
France: Jerry Jones, 1854 Wagner St.
Pasadena, CA 91107
Germany: Dave Bryg, 1705 Silverpine Dr.
Northbrook, IL 60062
Italy: Dave Ditter, 17215 Marygold Ave.
#42, Fontana, CA 92335
Russia: John Michalski, 913 NE 6th st.
Moore, OK 73160
Turkey: Jay Neuharth, Box 1457
Sequim, WA 98382

You now have one month, or until issue #83 before your Spring, 1901 moves are due.

BATTLE OF TANGA:

No one has showed up to play the other Allied position. As there are more Allied units than German, I'm asking the 2 German players if one of you wouldn't like to take command of the 27th Bangalore Brigade. The first one to write back will receive the OB for that brigade and perhaps everyone can have their deployments in by issue #82.

WW2AB:

For simplicity, I think I'll refer to this game as AB6, in keeping with our sequential system for relating to AB games.

In 1939 Germany has declared war on Sweden, Norway, Denmark, Belgium, Luxembourg, and Netherlands. Carl Olson, as the English player will play the Scandinavians. Russel Fos (France) will play the Pays Bas. As only Fox has his deployment in, the start of play for this sub-scenario will be delayed.

Both Russia and Turkey declared war on Iran, so a modification of my deployment requirements is needed: Iran (Frediani) shall deploy on hexrows 25xx to 37xx, inclusive; Turkey (Bolin) deploys from 47xx to 61xx; Russia (Blank) from 01xx thru 15xx, inclusive.

Italy has attacked both Greece and Yugoslavia out of Albania and deployment is complete. One spotted unit is an Italian tank #1122 at hex 3707F. No other units are spotted. Turn one is due next issue.

AB3 PRESS:

The following data was compiled by player H & used by him during the game. As it's compiled solely on the LIB errors may exist. The following chart is divided into 7 columns:

1 = gross # of units spotted; 2 = gross # of attacks (DF); 3 = gross # of shots received; 4 = % of spotted units that fired; 5 = % of units spotted that were fired at; 6 = % of "2" DE'd; 7 = % of "3" DE'd.

Small case letters = players who dropped out. 1st listing = what they'd have been on an average had they remained in. 2nd = what they were when they dropped. In column "4" the difference if top is larger implies they were doing worse when quit (as applicable). The inverse is true if smaller. In column "5" if bottom is larger, then worse.

"*" = fought mostly against (28-7-4);

"φ" "S" started at 0% turn 8 up to 19%.

After turn 8 until the end of the game his kill % did nothing but go up.

V	1	2	3	4	5	6	7
568	V190	H203	d72	H66	d95	S87	
P346	H183	V152	70	y60	g87	B86	
H306	P143	S152	f60	62	f86	X85	
g286	K115	K116	54	S57	z85	g80	
133	d105	j113	H60	j54	P80	J79	
S268	63	53	K44	52	J80	H72	
K264	f 94	g103	P41	K44	H74	Y72	
J210	80	49	z36	g36	V70	z70	
102	g 85	P 84	37	26	y70	V68	
w198	40	y 80	V34	z32	K64	K67	
130	S 61	68	g30	26	w62	P60	
X174	J 61	z 49	31	V27	X59	O59	
B168	25	40	J29	P24	O51	d59	
g156	z 56	f 34	25	d23	S33φ	w55	
144	47	28	O26	24	B 0*	f21	
z155	O 37	d 34	y25	f22			
128	y 34	20	25	21			
d146	28	X28	S23	O19			
83	X 33	O 27	X19	X16			
O142	w 9	w 21	w 5	B13			
yl34	3	11	2	w11			
110	B 7	B21	B 4	8			

What does it all mean? To me it means

1. The less targets you offer, the better your rating shd be. This theory failed dramatically. 2. The more times you fire the better you should do. 3. The less times you're shot at--the obvious. 4. If less than 25% of your spotted units fired, you did poor, had too many non-combat units a high panic level, nmr'd a lot, got in the game late, or failed to grasp OF until too late. 30-40% is average. 50% is good. Player d twice achieved a 1.5! This implies much use of OF--actually STABILIZED FIRE. This % dropped off by the time he quit. However--if anyone was wondering WHY I called him the best TACTICAL player you know now. 5. This more illustrates your opponents ability to fire at what you offer. 6. How well you did as a killer per fire task. 7. How hard (or easy) you were to kill. Example: Player S offered 14 targets per turn (until he ran out of units). He'd fire 3 times, receive 8 shots. Of his 3, 1 would be a DE; of the 8 rcvd, 7 would be DE'd. Now look closer. S offered a lot of targets, most of which were fired on. His targets were usually DE if attacked. Looking at his foes (f and P) we find both are hard to DE & both have excellent DE %. Note how the best killers quit.

HONGO UTANSI AWARDS BANQUET:

Best Tactical Player: d--Wm Clumm (7guess)

Most Improved Player: S--Russel Fox

Most Tenacious Foe: S--Russel Fox
Most Confused Player: K--Jim Stevenson
Most Paranoid Player: TIE

P--Jon VanHooten

F--Jim Frediani

Turkey of the Year Award: TIE--all players earned this award at one time or another.

Unanimous vote awards it to the moderator for moderating this MONSTER.

Most Deadly Player: US POSTAL SERVICE.

The Utansian empire, stretching from sea to sea, with permission of K, O, and B wishes to thank not only his friends for all their help (z could have been included here also!), but his foes for all the fun. May your wars be only in games, may your games be glorious sport!

1975 GX Fall, 1916

THERE IS A CALL FOR A CONCESSION TO TURKEY!

France(Bolin): F MID* & F SPA*sc (s) each other [F mid /d/, must retreat], A GAS* & A MAR* both (s) F spasc, A BUR*(s) A mar;

Germany (Tutacko): A yor-LON*, F STP*nc, F BOT*, F BAL*, A BEL*, A pic-PAR*, A BER*(s) A MUN*(h), A sil-war (s) by A PRU* & A LVA* (A sil /a/];

Turkey (Kilbride): F wes-MID*(s) by F NAF*, F tys-WES*(s) by F TUN*, F ion-TYS*, F alb-ION*, F LYO*-spasc, A PIE*-ma*, A TYA*-mun, A MOS*-lva, A war-SIL*(s) by A BOH*&A GAL* A ukr-WAR*, A rum-SEV*, F BLA*.

Center Distribution:

France: mar, bre, por, spa, ~~lon, par~~ (4) one short, remove one;

Germany: home, swe, stp, edi, lpl, den, nwy, hol, bel, ~~par~~ PAR, LON (13) 2 short, build 3, but only one home center open;

Turkey: home, bul, gre, ser, ven, nap, tri, rum, sev, bud, rom, vie, tun, mos, WAR (17) build 1.

The deadline for Winter 1916 AND Spring, 1917 is 1.00 PM, ~~Thursday, September 8~~ ~~1916~~ ~~1917~~ Hmm, make that Thrusday, September 8, 1977.

Press:

His holiness, Ex-emperor of the French arrived in South America ready to wreck the coffee prices.

Madrid: Prince Boscray told the nation that the military situation was getting worse. He also made it clear that if Germany lost now it would be their own fault for not doing what was obvious. (Not to mention we pointed it out to him).

1975 GY Spring, 1908:

CALL FOR FR-GE-TU DRAW BY A PLAYER!

France(Tutacko): F nao-nwg [nsu] (s) by F CLY*, A LON*, F MID*, F bre-ENG*, A par-PIC*, A MAR*(s) A BUR*, A ROM*-ven, F NAP*-apu, F tun-ION*(s) by F TYS*;

Germany(Bryg): nmr, has fleets: NWG, NTH: and armies: LVA, MOS, WAR, GAL, BOH, RUH;

Turkey(Ditter): A SEV*&A RUM* (s) A UKR*, A BUD*(s) A VIE*, A TRI*-ven, A VEN*-apu, F EAS*-ion, A gre-ALB*, F con-BUL*sc, F Ank-CON*, F smy-AEG*

The deadline for Fall, 1908 is 1.00 pm Thursday, September 8, 1977.

Whoops, I omitted the Winter 1907:

France: builds F BRE, A PAR, A MAR

Turkey: A gal-r-RUM*; builds F ANK F SMY.

1975 HT, Spring 1914:

England(Klein): F mid-POR*, F maf-MID*(s) by F SPA*sc, F lon-ENG*, A edi-DEN*(c) by F NTH*, A den-BER*(c) by F BAL*, A PRU*&A WAR*(s) French A sil, A MOS*, A LVA*(s) A war;

France(Young): A bur-MUN*(s) by A RUN*, A KIE*, & A SIL*, A mar-BUR*, A GAS*(s) English F mid-spasc [nso]

Italy(Kilbride): A arm-SEV*(s) by F BLA*, A rum-BUD*, A UKR*-war, A GAL*-sil, A BOH*-mun (s) by A TYA*, A VIE*-boh, A TRI*-vie, A VEN*, A pie-MAR*, F tun-NAF*(s) by F WES*, F tys-LYO*, F ion-TUN*, F alb-ION*.

The deadline for Fall, 1914 is 1.00 pm, Thursday, September 8, 1977.

1976 B Fall, 1914:

TURKEY NEARLY MASHED 'TWEEN FRANCE & RUSSIA

France(Klein): F mid-BRE*, A YOR*, A ruh (s) A BEL* [A ruh /d/], A TYA*(s) A mun (h) [A mun /d/], A VEN*& A ALB* both (s) A TRI*, F GRE*, F NAP*, F TYS*, F ION*-aeg F eas-SMY*;

Russia(Kilbride): F nao-LPL*, F nwy-NWG*, F eng-LON*, A kie-RUH*(s) by A HOL*, F NTH*(s) A hol, A war-PRU*, A sil-MUN*(s) by A BOH*, A VIE*-tya, A BUD*-tri, A rum-SER* F bla-CON*(s) by A ~~BUL~~ BUL*, A ARM* (s) French F eas-smy.

Center Distribution:

France: home, spa, ~~par~~, bel, ven, rom, nap, tun, tri, ~~lon, lpl~~, GRE, SMY (13) remove one unless A mun retreats to kie or ber;

Russia: home, nwy, swe, ber, kie, den, vie, edi, rum, bud, ser, hol, LPL, LON, MUN, BUL, CON (20) [!] Hmm, that's a win.

Turkey: ank, ~~con, sev, sty, bul, gre~~ (1)

History

Going over the history of this game I see I erred in Fall, 1903 and mis-reported it as Fall, 1904. So 1976 B ends in Fall, 1913, not Fall, 1914 as reported.

Austria: Al Gardiner (dro F'05), August Wolf (out '08);

England: Scott McDonald (dro F'01), Fred Bolin;

France: Dennis Klein

Germany: Peggy Gemignani (dro F'04), Tom Johnston (dro F'05), CD (out '09);

Italy: Gene Shufeldt (dro S'02), CD (out '04);

Russia: Gary Kilbride (win '13);

Turkey: Ted McDonald (dro F'01), Walter Blank.

	A	E	F	G	I	R	T
1901	5	4	4	5	5	5	5
1902	6	5	4	6	3	4	6
1903	6	3	5	6	2	6	6
1904	6	4	6	5	0	7	6
1905	5	4	7	3	0	8	7
1906	7	2	9	1	0	7	8
1907	5	1	10	1	0	9	8
1908	0	1	11	1	0	10	11
1909	0	0	12	0	0	12	10
1910	0	0	14	0	0	13	7
1911	0	0	15	0	0	14	5
1912	0	0	14	0	0	15	5
1913	0	0	13	0	0	20	1

A-77, Fall, 1904:

[Summer adjustments: English F mid-r-IRI*; Turkish A bul-r-CON*]

Austria(anarchy): F GRE*;

England(Brown): A FIN*-stp, F NWY*-swe, F nth-BEL*, F IRI*-mid, F eng-pic /d/;

France(Slaughter): F bre-ENG*(s) by F PIC*& F MID*, A bel /d/, A par-GAS*, A spa-MAR*

Germany(Lesch): F DEN*-swe, A MUN*-tya, A HOL*(s) English F nth-bel, A pru-WAR*(s) by A SIL*;

Italy(Ditter): A ven-TYA*(s) by A VIE*, F ion-EAS*, F aeg-SMY*, F adr-ION*, A BUD*(s)

Russian A bul-rum;

Russia(Young): F BOT*(s) A STP*, A war /d/ A BUL*-rum (s) by A SER*;

Turkey(Cook): F RUM*-bul (s) by A CON* & F BLA*, A GAL*-rum (s) by A SEV*;

Center Distribution:

Austria: gre, ~~bul~~ (1) one short, even

England: home, nwy, swe, BEL (6) build

one;

France: home, por, spa, ~~bul~~ (5) remove

one;

Germany: home, hol, den, WAR (6)

build one;

Italy: home, tun, tri, vie, BUD, SMY

(8) build 2;

Russia: stp, mos, ~~war, tyu~~, ser, BUL

(4) remove one;

Turkey: con, ank, sev, ~~sty, bul~~, RUM

(4) remove one.

The deadline for Winter, 1904 is 1.00 pm, Thursday, September 8, 1977.

Press:

Berlin: The Kaiser expressed great anguish over the recent, and often repeated, erratic troop movements. It has spurred him to write a new book called "Mein Furor: How a Strategy Goes Blimzak"

Munich: The stationmaster of the Munich Central Station was questioned today as to the reason behind the latest blunder which sent the troop laden "Munish Express" toward the Austrian border. "It was a simple misunderstanding, I made the track ready for a trip to Austria. It wasn't until the train had rumbled past the station that I reviewed the message concerning the order. It was then I realized they wanted to go to Augsburg!" When the Kaiser was informed of this incident his reaction was, "Oh poop! What's the Pope going to think?"

B-77, Winter, 1903

Austria(Tutacko): GM removes A alb;

England(McManus): F eng-r-WAL*;

build F LON*;

France(Bryg): no adjustments;

Germany(Bolin): build A KIE*, A BER*;

Italy(Giguet): build A ROM*;

Russia(out!);

Turkey(Spiekerman): build A ANK*,

F SMY*.

Press:

The French advance having been stopped cold, the widespread forces of England will soon be mounting an assault on French soil.

George Giguette, 5436 Bryant St., Oakland, CA 94618 [phone (415) 654-5572] will moderate a game of WACHT AM RHEIN, with simultaneous, hid-en movement. Turns every 2 weeks. Each player to command an army, corps or division, depending upon how many want to play. 2 people have volunteered to play the Americans in case everyone else wants to play the Germans. Game fees are \$5 for a scenario, \$18 for the campaign game. Game fees will be paid in advance, instead of sending a deposit.

Jim Bumpas is still willing to GM a game of OKEAN based on the MechWar 77/October War game system. The scenario concerns a Warsaw Pact attack on NATO in northern Norway. I have one player ready and waiting for opponents in this scenario. Turns are 25¢ each, plus a \$2 nmr deposit.

ZINE REVIEWS:

LIES, DECEIT AND NEFARIOUS SCHEMES, Jerry Jones, 1854 Wagner St., Pasadena, CA 91107. Sub rates: 10/\$3.50, plus \$2 gamefee, plus \$2 NMR deposit. He offers to pay for submitted articles. Issue #1 is nicely mimeo'd on 8.5x14" paper, but his 10-pt type doesn't cut the stencils very well. He shd stick to his smaller type..

REBUS SIC STANTIBUS, c/o Drew McGee, 100 Blomont Pl #6-J, Staten Is., NY 10301. Subs are \$4/year. 10 pages 8.5x11" mimeo--good quality plus a nice cover graphic each issue. Most outstanding feature is its Dippy variant--"GRAND TOURNAMENT DIPLOMACY."

DIPLOMACY WORLD, subs are \$4/year to Walter Buchanan, Rte 3, Box 324, Lebanon, IN 46052. Issue #16 is produced under the new editorship of Conrad VonMetzke. Offset printed on bond paper, 8.5x7" pages (40 pages).

PACIFIC-DIPLODEUR/ORIGINS WEST is the ahiks multi-player zine. Subs are available for AHIKS members for the price of postage. c/o Larry Fong, Box 11090, Oakland, CA 94611. Monthly, ditto, 22 pages 8.5x11" paper.

MORAVIAN DYNASTY, c/o Robert Goldman, 200 Old Army Rd., Scarsdale, NY 10583. Subs are \$4/12 issues. Mimeo, 8 pages, 8.5x14" paper. Dippy and articles with a strong sci-fi and fantasy interest. Monthly.

SPECULUM, c/o Dave Kadlecsek, Box 802, University of Santa Clara, CA 95053. Appears sporadically over the past year or so, but Dave promises better performance in the future. A literate & interesting zine, in spite of poor mimeo work and infrequent appearance. Subs are \$2/8 issues.

SUICIDE, c/o Andy Cook, 807 Crescent Dr., Alexandria, VA 22302. Xeroxed, 8 pages, 8.5x11". Tri-weekly; subs are \$3/10 issues.

TETRACUSPID, c/o Richard Kovalcik, Jr. Rm 205, Bexley Hall, 50 Massachusetts Ave Cambridge, MA 02139. Xeroxed and computer printed zine; 14 pages, 8.5x11" paper.

BUMM, c/o Walter Luc Haas, Postfach CH-4024, Basel 24, Switzerland. Subs are \$3.90/10 issues, or \$6.20 for airmail. Mimeo'd very clearly on 16 pages of 8.5x11" paper. Dippy and articles on the european scene in the hobby.

PRE-DAWN LEFTIST, c/o Ben Grossman, 29 East 9th St., NYC 10003. Mimeo, 12 pages, 8.5x11" paper. Subs are \$2/7 issues, or \$8 per game including a sub for as long as the game lasts. Really a zine of Ben's personal expression more than a mere gamezine. Interesting to read.

COMMAND, c/o Dennis Agosta, 16 So. E Wilber St., Belleville, NJ 07109. Subs are \$4/16 issues. Mimeo'd, 10 pages, 8.5x14" paper. His circulation is 77 and he's looking for 100, in spite of some difficulty mastering mimeo technique.

CAERLEON, c/o Chatham Arts, 12 Commerce St., Chatham, NJ 07928. A zine devoted to PBM of "selected war-games". Subs are \$2/12 issues. Your first game is free as long as you maintain a sub. Otherwise, game fees range from \$3 (Dippy) to \$10 (Russian Civil War). Mimeo (uneven quality), 6 pages, 8.5x11".

WARGAMER'S INFORMATION, c/o Flying Buffalo, Box 1467, Scottsdale, AZ 85252. Subs \$2/12 issues. Printed by an offset-reduced method which seems a seldom to equal good mimeo; 6 pages 8.5x11". In spite of uneven printing quality (the latest issue offers to pay \$3.50/hr to a printer to use their equipment 30-40 hrs a week), this zine is an excellent source of general hobby information not otherwise available.

XENOLOGIC, c/o Box 8416, San Diego, CA 92102. Described as "a gaming & simulations journal", but the issue is mainly an ad for the products of the Institute for Diplomatic Studies. Subs are free to IDS members, or \$10/yr. They plan a minimum of 36 pages of 8.5x11" offset pages, folded (9 sheets of paper).

A Volkswagen just bumped into a PG&E power pole across the street from our block. It barely scratched the auto's bumper, but it severed the 12" power pole at the ground. The pole shattered and broke in two when it hit the ground, disrupting power to my electric typewriter for 8 hours. So this zine is delayed even more than it would have been due to my extended vacation.

I wish I could tell you all what's happening with Jim Stevenson and his AB5 game. All I know I learn 2nd or 3rd hand from others who know him. From what I hear (rumor), he's moved 3 times, taken new jobs, reached agreement with Bob Cato to give him the job of GM (which fell thru because Jim never gave Bob the material), subsequently decided to continue, decided 2 or 3 players were so much better than the others in playing ability that no one else had a chance, which makes it less fun for him to moderate, etc. I really don't know what's what. My suggestion is that if you are dissatisfied with his behavior as a GM (and you're indeed a tolerant person if you're not), you should write him at his last known address (hoping the USPS will forward it) and request any money sent to him be returned. Jim, if this issue reaches you, please inform me as to your intentions: do you intend to GM AB5? Do you intend to transfer GM duties to someone else? Do you intend to return any money sent to you? If anyone gets ripped off (financially only--I can't return to you any lost play-time), I will make it good to you in terms of fee credit for future games in this zine, or sub fees.

Since I'm moderating AB 6 (WW2AB), I am not prepared to moderate a full-blown AB game in addition. But as some help in this area, I have an AB game which I call "MERCENARY" which I will moderate. The scenarios will consist of contracts offered for mercenary services. Each player will be in command of a mercenary force which he may purchase from a

"shopping list". You will only have enough PPs to buy from 2 to 10 units before you receive payment (or booty) from the first scenario's action. And you will have to buy fuel and ammo, so fuel consumption and rate of fire will be a factor in the economics of the game. Rate of fire will also be a combat factor as you may save ammo by making reduced attacks by reducing your maximum practical rate of fire.

I was planning to offer this Mercenary AB game only after I had AB 6 in hand. But if Jim Stevenson continues his failure to meet his obligations to the players he has signed up, I will do my best to make things fun for the players.

PS: When a mercenary contract is offered, 1/2 of all the players in the game will win the contract. The remaining players have the option of trying to attack the contractors for any booty they can obtain. Basically a 2-sided game, but there is plenty of chance for a falling out among the mercenaries!

As I still have more space left, I'll tell you more about my vacation. We were in Ontario, WI for 4 days. The remaining 3 days, Linda and I attended a continental meeting of the Social-Revolutionary Anarchist Federation. It's called "continental", but the 500-1000 members all live in the States or Canada. Over 100 people attended the camp-out meeting at Wildcat Mtn State Park. We talked to some people in the town who were very curious about what it was that anarchists "do". I found it hard to answer this type of question. because I'd never thought anarchists do anything strange or unusual. We eat, sleep and work. We play Diplomacy and war-games just like other people. We play softball and go to movies; watch television, etc. We just happen to like to get together and talk about how it will be in a society organized without a gov't ruling us, and how we might facilitate an evolution from the present state of affairs toward that ideal.

I ended up spending most of my time goofing off, playing frisbee, hiking, swimming in the Kickapoo river and getting a blistering sunburn. By the 3rd day, I had a towel-turban with leaves and branches stuck under it to protect my face. I was sore for a couple of days before it peeled.

Entry fee \$2 payable at the door when registering. There will be no eliminations. Prizes will go to the top 6 players. To qualify for Tournament Ranking you must complete at least 2 Diplomacy games during the convention. Each game must last at least 4 hours (unless an 18-center win is achieved before that time). Beyond 4 hours, if no one has achieved a win, the game must proceed until Winter, 1908 before the game may end and qualify the players for Tournament Ranking. Unanimous consent of all players remaining in the game is required for any game to continue beyond the above limits. You may play 3 or more games in the tournament if you find the time.

Players who drop out of a game will not be permitted to achieve Tournament Ranking. If such drop-outs occur, the remaining players are forced to choose one of the 3 following alternatives:

1. Accept a substitute player. Such a substitute player will have the option to include or exclude the game from his tournament ranking;
2. Continue to play with the abandoned position in Civil Disorder;
3. Stop the game and score it at the point of Civil Disorder ONLY where three (3) or more centers go Civil Disorder in one turn.

The 3rd option listed above may result in the game being Rated even though it does not otherwise fulfill the 4-hour, or 1908 time limit required above. The 3rd alternative above may only be chosen by the unanimous agreement of all players remaining in the game.

Players will achieve Tournament Ranking by accumulating Tournament Points. These Tournament Points are awarded according to the following schedule:

SOLE PLACE		TIES	
1st:	16 points	2-way tie:	10 points each
2nd:	9	3-way tie:	6
3rd:	4	4-way tie:	3
4th:	0	5-way tie:	2
5th:	-2	6-way tie:	1
6th:	-4	7-way tie:	0
7th:	-6		

The above points will be divided by the number of games played. In addition, the following "Bonus Tournament Points" will be awarded:

18+ center win: 10 points
 "Best Country": 1 point per supply center*

[* "Best Country" means 7 awards, one for each country, to the players who achieve the greatest number of supply centers for each country.]

DIPLOMACY ASSIGNMENT SHEET :

Date: September , 1977

Board #:	Time Start:					Time Finish:					Game Year Reached:	
Country	01	02	03	04	05	06	07	08	09	10	Name & Town	
AUSTRIA												
ENGLAND												
FRANCE												
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